

In the Claims:

Please amend claims 1-3 and 12-20 as indicated below.

1. (Currently amended) A method of communicating function calls or event notification between two applications, said method comprising:

a platform independent language application passing an event port number identifying an event port of the platform independent language application and a command port number identifying a command port of the platform independent language application to a native language application, wherein the port numbers are stored in a memory accessible to the native language application;

the native language application opening, on the event port, an event notification stream to the platform independent language application ~~on the event port~~;

the native language application opening, on the command port, a function call stream to the platform independent language application ~~on the command port~~;

the native language application passing one or more function calls to the platform independent language application via the function call stream to invoke functions of the platform independent language application corresponding to the function calls; and

the native language application receiving one or more event notifications from the platform independent language application via the event notification stream.

2. (Currently amended) The method according to claim 1, wherein said opening,

on the event port, an event notification stream to the platform independent language application ~~on the event port~~ comprises the native language application connecting a TCP/IP client socket to the event port.

3. (Currently amended) The method according to claim 1, wherein said opening, on the command port, a function call stream to the platform independent language application ~~on the command port~~ comprises the native language application connecting a TCP/IP client socket to the command port and storing connection parameters of the TCP/IP client socket.

4. (Previously presented) The method according to claim 3, wherein the native language application is a multithreaded application, wherein the function call stream corresponds to a first thread of the native language application, the method further comprising:

a thread generating a function call to be passed to the platform independent language application;

determining if the thread is the first thread or a different thread;

if the thread is the first thread, passing the function call to the platform independent language application via the function call stream corresponding to the first thread, wherein the function call stream corresponding to the first thread is determined via the stored connection parameters;

if the thread is a different thread:

opening a function call stream for the different thread to the platform independent language application on the command port by connecting a different TCP/IP client socket to the command port

and storing connection parameters of the different TCP/IP client socket; and

passing the function call to the platform independent language application via the function call stream corresponding to the different thread.

5. (Previously presented) The method according to claim 1, further comprising:

the native language application receiving a function reference value corresponding to a function call from the platform independent language application; and

wherein passing a function call to the platform independent language application via the function call stream comprises the native language application passing the function reference value corresponding to the function call to the platform independent language application via the function call stream.

6. (Previously presented) The method according to claim 1, further comprising:

the native language application receiving a function parameter corresponding to a function call from the platform independent language application; and

wherein passing a function call to the platform independent language application via the function call stream comprises passing the function parameter corresponding to the function call to the platform independent language application via the function call stream.

7. (Previously presented) The method according to claim 1, wherein passing a function call to the platform independent language application via the function call stream comprises passing an indication of a memory location for storing results of the called function via the function call stream.

8. (Previously presented) The method according to claim 1, further comprising the platform independent language application passing an event notification tag to the native language application via the event notification stream.

9. (Previously presented) The method according to claim 1, wherein said receiving one or more event notifications from the platform independent language application via the event notification stream comprises the native language application checking the event port for an event notification tag.

10. (Previously presented) The method according to claim 9, further comprising the native language application checking the command port in response to receiving an event notification tag.

11. (Previously presented) The method according to claim 9, further comprising the platform independent language application passing an event port notification tag relating to the completion of a function to the native language application via the event notification stream.

12. (Currently amended) A computer ~~accessible~~ readable storage medium containing instructions and operatively connected to a processing unit, such that when said processing unit executes the instructions:

- a platform independent language application passes to a native language application an event port number identifying an event port of the platform independent language application and a command port number identifying a command port of the platform independent language application, and the port numbers are stored in a memory accessible to the native language application;

the native language application opens, on the event port, an event notification stream to the platform independent language application ~~on the event port~~;

the native language application opens, on the command port, a function call stream to the platform independent language application ~~on the command port~~;

the native language application passes one or more function calls to the platform independent language application via the function call stream to invoke functions of the platform independent language application corresponding to the function calls; and

the native language application receives one or more event notifications from the platform independent language application via the event notification stream.

13. (Currently amended) The computer ~~accessible~~ readable storage medium according to claim 12, wherein, in said opening, on the event port, an event notification stream to the platform independent language application ~~on the event port~~, the native language application connects a TCP/IP client socket to the event port.

14. (Currently amended) The computer ~~accessible~~ readable storage medium according to claim 12, wherein, in said opening, on the command port, a function call stream to the platform independent language application on the command port, the native language application connects a TCP/IP client socket to the command port and stores connection parameters of the TCP/IP client socket in memory.

15. (Currently amended) The computer ~~accessible~~ readable storage medium according to claim 14, wherein the native language application is a multithreaded application, wherein the function call stream corresponds to a first thread of the native language application, the computer accessible medium further containing instructions

such that when said processing unit executes the instructions:

a thread generates a function call to be passed to the platform independent language application;

the native language application determines if the thread is the first thread or a different thread;

if the thread is the first thread, the native language application passes the function call to the platform independent language application via the function call stream corresponding to the first thread, wherein the native language application determines the function call stream corresponding to the first thread from the stored connection parameters;

if the thread is a different thread:

the native language application opens a function call stream for the different thread to the platform independent language application on the command port by connecting a different TCP/IP client socket to the command port and storing connection parameters of the different TCP/IP client socket; and

the native language application passes the function call to the platform independent language application via the function call stream corresponding to the different thread.

16. (Currently amended) The computer ~~accessible~~ readable storage medium according to claim 12, further containing instructions such that when said processing unit executes the instructions:

the native language application receives a function reference value corresponding

to a function call from the platform independent language application; and

wherein, in passing a function call to the platform independent language application via the function call stream, the native language application passes the function reference value corresponding to the function call to the platform independent language application via the function call stream.

17. (Currently amended) The computer ~~accessible~~ readable storage medium according to claim 12, further containing instructions such that when said processing unit executes the instructions:

the native language application receives a function parameter corresponding to a function call from the platform independent language application; and

wherein, in passing a function call to the platform independent language application via the function call stream, the native language application passes the function parameter corresponding to the function call to the platform independent language application via the function call stream.

18. (Currently amended) The computer ~~accessible~~ readable storage medium according to claim 12, wherein, in passing a function call to the platform independent language application via the function call stream, the native language application passes an indication of a memory location for storing results of the called function via the function call stream.

19. (Currently amended) The computer ~~accessible~~ readable storage medium according to claim 12, further containing instructions that when executed by said processing unit cause the platform independent language application to pass an event notification tag to the native language application via the event notification stream.

20. (Currently amended) A device, comprising:

a processor; and

a memory coupled to the processor, wherein the memory comprises program instructions configured to implement:

a native language application receiving an event port number identifying an event port of the platform independent language application and a command port number identifying a command port of the platform independent language application from a platform independent language application, wherein the port numbers are stored in a memory location accessible to the native language application;

the native language application opening, on the event port, an event notification stream to the platform independent language application ~~on the event port~~;

the native language application opening, on the command port, a function call stream to the platform independent language application ~~on the command port~~;

the native language application passing one or more function calls to the platform independent language application via the function call stream to invoke functions of the platform independent language application corresponding to the function calls; and

the native language application receiving one or more event notifications from the platform independent language application via the event notification stream.